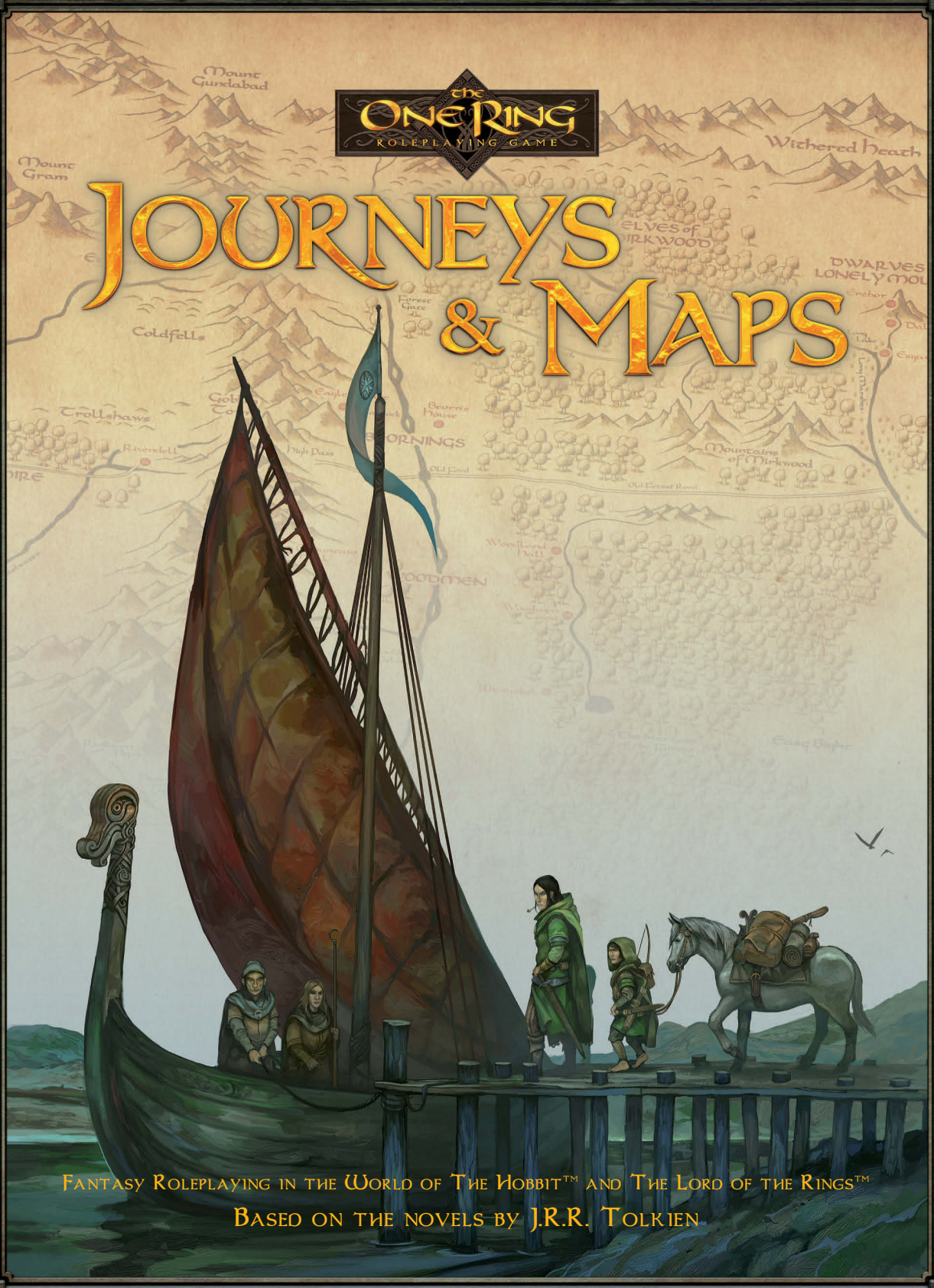
The One Ring
Roleplaying Game

Journeys & Maps



Fantasy Roleplaying in the World of The Hobbit™ and The Lord of the Rings™

Based on the novels by J.R.R. Tolkien

- credits -

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- Introduction -

"Now far ahead the Road has gone,
And I must follow, if I can."

It's a dangerous business, stepping out your door, and not just because of the far-off places a traveller might end up, but also because of the hazards they will face along the way. Just as journeys play a central role in the adventures of Bilbo and Frodo, so too are they at the heart of *The One Ring Roleplaying Game*.

Journeys & Maps is all about the adventures a company might have along the way, whether travelling by road or by boat. The first chapter details some of the hazards a company might encounter, allowing the Loremaster to tailor the danger to the land through which the companions travel.

Next, attention is turned to how a company might travel by river or sea, including rules for handling a boat and navigating a river, as well as some of the hazards the crew of a ship might encounter on their voyage. Yet journeys are not always fraught with danger; a traveller might discover all manner of wonders and meet strange and varied folk whilst on the road. The third chapter provides the Loremaster with a variety of different places and people for a company to encounter on their way to their destination.

The fourth chapter examines more closely those ruins found throughout Middle-earth, the remains of once-great kingdoms. Guidelines are provided to aid a Loremaster in detailing and describing a ruin, creating a memorable location for a company to explore.

Finally, the guide ends with an index for use with the Loremaster's Maps, allowing the reader to quickly find in which supplement information about a place is to be found.

The Road Goes - Ever On -

'It's a dangerous business, Frodo, going out your door. You step onto the road, and if you don't keep your feet, there's no knowing where you might be swept off to.'

The rules for journeys included in *The One Roleplaying Game* are designed to resolve travels anywhere in Middle-earth, with different types of terrain and landscape affecting the length of the trip or the difficulty of the journey. But what of the hazards that may befall a travelling company – how might they be affected by the type of region traversed? After all, the dangers that are normally encountered in the Shire are a trifle compared to the hazards of Mirkwood.

This chapter describes each region type in more detail, providing a number of sample regional Hazard episodes, designed to be used alongside the rules found on page 161 of *The One Ring Roleplaying Game*. A selection of Hazards tailored to specific regions takes this customisation one step further, and shows the Loremaster how the journey rules can be adapted to fit seamlessly into the story they are telling.

Regional Hazard Episodes

Free Lands ᚾ

Free Lands represent relatively safe, civilised regions, possessing a good level of security as far as journeys are concerned. Their borders and roads are usually watched by professional guardians or 'bounders', or by watches organised directly by the inhabitants of the area. Such lands present the least threat to a travelling company, yet complacency invites its own sorts of dangers, as even the safest surroundings may have their darker spots. Also, those who dwell in these lands are well aware of what lies beyond their borders, and will offer travellers respite only if the uninvited can convince them of their good intentions. Indeed, mistrust and misunderstanding could hinder the plans of a company of heroes who are not careful.

Moonless, Starless Night (All Companions - Weariness)

On a moonless, starless night the sounds of unseen wildlife echo in the dark. Away from dangerous predators and wicked creatures, animals dare to get close. The tapping of hooves and the padding of paws prowl the fringes of the company's campsite. Trees creak and the bracken rustles as crows caw, owls hoot and wolves howl in the distance. The heroes must pass a **Travel** test or be made temporarily Weary for the length of the journey.

Things that Yet May Be (Look-out - Misery)

The company passes a pond, stream or ancient fountain shunned by the locals as a place with an eerie atmosphere. Sunlight or moonlight dances on the rippling water, glittering, sparkling, almost hypnotic. The Look-out must make an **Awareness** test. On a failure, the hero glimpses a vision in the water foretelling some future calamity befalling the company. The Look-out is made temporarily Miserable for the length of the journey (the Loremaster may choose to use this as an opportunity to foreshadow hardships ahead).

A Terror to Trespassers (Scout - Fatigue)

The heroes happen upon a large cultivated field or mushroom patch belonging to a local farmer (heroes with an appropriate *Region-lore* trait know this automatically) who has no patience for trespassing wanderers and vagabonds. Assuming that strangers are here to steal his crops, the angry farmer and his frightful dogs chase the company away. The Scout must pass an **Explore** test to find a detour. On a failure, the companion adds Fatigue again, or twice on an ᛟ.

I Believe he is Trying to Tell us Something (Huntsman - Wound)

A squirrel dashes across the path in front of the Look-out and then leaps into a nearby tree, its tail twitching. The little creature keeps pace with the company, hopping from branch to branch and chattering away. The Huntsman must make a **Hunting** test to recognise the unusual nature of the squirrel and the message it is trying to send. On a failure, the companion falls into an old bear trap set by a hunter and long forgotten: the Huntsman loses Endurance equal to the result of a Success die, or suffers a Wound on the roll of an ᛟ.

A Pipe to Smoke in Comfort, and Warmer Feet (Guide - Corruption)

Grey clouds fill the skies and blot out the sun for several days. For some unknown reason, the local population blames the passing companions for the dreary weather, and they refuse to let them stop. A shadow descends upon the Guide, who feels responsible for the chosen itinerary and is tempted to give up the quest to return home for the simple comforts of a warm hearth. The hero must make a **Corruption** test. On a failure, the Guide gains 1 Shadow point, or 2 Shadow points on an ᛟ as his mind turns to darker thoughts.

All Courses May Run Ill (Scout - Strain)

Made imprudent by the peacefulness of the surrounding area, the Scout unwittingly disturbs a nest of unusually large hornets, or enters a cave infested with vermin. The companion must pass an **Athletics** test or lose Endurance equal to the roll of a Success die.

A Long Chase (Huntsman - Despair)

After a long chase, the Huntsman tracks his prey to a grove of trees and catches a glimpse of movement in the underbrush. Carried away by the hunt, he lets his arrow

or spear fly. The Huntsman must make a **Hunting** test. On a failure, the missile flies true and from within the shrubs comes a strangely human cry. When the Huntsman investigates, he finds not a meal but a local boy with a deep cut on his leg from the hero's carelessness. While the boy's injury is not a mortal wound, the hero loses 1 point of Hope, or 2 points on an ᚠ.

Let us find a Path as Quick as May Be (Guide - Wrong Choices)

The company has been set on the wrong path by local hunters or bounders who have given false indications purposefully to lead them astray. The Guide is now required to make a **Travel** test to decide upon a new route, while keeping his companions away from the eyes of the unfriendly locals. On a failure, raise the TN one level for further Fatigue tests.

Unexpected Adventure (Look-out - Dangerous Meeting)

The company faces a lethal threat in an unlikely place. Maybe they have entered the Free Lands only recently and someone, or something, has followed them and now attacks, or they have unwittingly reached the only place all inhabitants of the area avoid, like a brigand-infested wood, or a cursed barrow. The Look-out must make an **Awareness** test. On a failure, the company cannot avoid the confrontation and the Loremaster must set up a combat encounter.

Border Lands ᚠ

Border Lands lie at the edge of the wild and threats from more dangerous territories can at times creep unchecked. Settlements are scarce and ruins lost to the wilderness dot the landscape. In the darkness lonely campfires can be spied in the distance, signalling the presence of other wanderers, or a trap lying in wait, perhaps. The inhabitants of a border land, if there are any, are mindful of such perils and are easily made suspicious by any stranger crossing their path. Locals and travellers stick to a few well-trodden roads and tracks, as straying a little easily leads to areas that are less safe to traverse.

The Road Beneath the Bitter Rain (Guide - Weariness)

Heavy and incessant rain for many days has dampened the company's spirits, not to mention their clothes! The heroes are soaked to the bone from a lack of adequate shelter in the region but they must continue, for the road goes ever on. The Guide must pass a **Travel** test as he strives to find a better path to follow. On a failure, the hero becomes temporarily Weary for the length of the journey.

Short Cuts Make Long Delays (Guide - Misery)

The route to the company's destination is fraught with many switchbacks. When they come upon a game trail that appears easier to navigate, the Guide must make a choice: leave the set path for the perceived short cut or stay the course. The Guide must make a **Travel** test. On a failure, he chooses the game trail and becomes temporarily Miserable for the length of the journey as the short cut eventually disappears into the wilderness and the company must now backtrack to the switchback trail.

Undersized Burglar (Look-out - Fatigue)

While the company sleeps, a thief creeps around the fringes of their campsite. The burglar takes a pack belonging to one of the heroes and slinks away into the darkness but a twig breaking underfoot gives him away. The thief freezes at the edge of camp, hoping to escape unnoticed. The Look-out must make an **Awareness** test. On a success, the hero notices the thief frozen like a statue in the shadows and realises it is but a boy. The Look-out quickly captures him, retrieving the stolen pack. When confronted, the boy cries out that he was merely hungry. If the test failed, the hero dismisses the noise until the thief bolts and the Look-out must give chase. Exhausted from the ordeal, the hero adds Fatigue again (twice on an ᚠ).

There are Many Paths to Tread (Scout - Wound)

The path has become difficult to follow. The chosen road is a very old one, and often its course becomes confused among the many game trails in the area. Additionally, half-buried ruins and open pits make all progress dangerous. The Scout must range ahead of his companions and find a reliable path again making an **Explore** test. On a failure he steps on loose dirt or rocks and his feet slide out from under him, provoking a loss of Endurance equal to the result of a Success die, or even a Wound on an ᚠ result.

Fell Voices on the Air (Look-out - Corruption)

While the company have stopped for the night, the Look-out keeps first watch. An unseasonably chill breeze rustles the leaves and the hero covers his shoulders with a blanket or inches nearer the still-glowing embers of the campfire. His

companions snore, warm in their bedrolls. The Look-out must pass an **Awareness** test to remain alert and discern a fell voice on the air. Should the test fail, he dozes off and wakes in the morning far from his companions beneath the withered boughs of a sickly old tree. A feeling of dread weighs heavily upon his heart at the dim memory of having abandoned the company in the watches of the night. The companion gains 1 Shadow point, or 2 Shadow points on an .

Forgotten Well (Huntsman - Strain)

While tracking game through wooded hill country, the Huntsman passes beneath a stone arch, the remains of a once-lavish estate. Ahead, the animal disappears behind a crumbling wall. The Huntsman must make a **Hunting** test. On a failure, the animal escapes as the Huntsman stumbles into an old well and loses Endurance equal to the result of a Success die.

It's a Dangerous Business Stepping out your Door (Huntsman - Despair)

Following a trail, the hero stumbles upon the still smouldering ruins of a farmstead and finds evidence of a gruesome fight. The Huntsman must make a **Hunting** test. On a success, he returns to his task, focused. On a failure, he is reminded of the perils of the world and his thoughts drift to home. What might happen to his loved ones while they are away adventuring? The hero loses 1 point of Hope or 2 points on the roll of an .

Riddles in Stone (All Companions - Wrong Choices)

Among rocky outcroppings at the side of the path, a single stone stands out as tall as a Hobbit and marked by a series of ancient runes: a riddle warning travellers of dangers on the path ahead, if only they can puzzle it out. The heroes must make a **Riddle** test. Whoever fails the roll will face harder Fatigue tests as they are plagued by ill luck at every turn while crossing this perilous tract of land – they continually find sharp, wicked stones in their boots, their horse keeps throwing a shoe or the water in their canteen tastes foetid. For those who failed, raise the TN one level for further Fatigue tests.

Waylaid by Highwaymen (Scout - Dangerous Meeting)

The sun is waning and the company needs to make camp before they lose the light. To locate a campsite, the Scout must pass an **Explore** test. On a failure, he chooses a spot that highwaymen use to ambush unsuspecting travellers.

Wild Lands ᛉ

The great part of the territories that stretch between the various realms of the Free Peoples are Wild Lands, lonely and uncivilised regions often devoid of any permanent population. Here adventurers are more likely to stumble upon the ruins of a castle built along a forgotten border than they are to find a farmstead with a warm hearth. And if they encounter anyone they better beware, for life in the Wild Lands is capable of hardening the hearts of even the kindest souls. Even the beasts that prowl such lands manifest their surprise at encountering wayfarers, often seeming to watch them with ill intentions.

A Short Rest at a Ruined Farmhouse (Scout - Weariness)

Searching for a campsite, the Scout is surprised to find a fallow apple orchard that hasn't been tended in many, many years. In the distance stand the ruins of an ancient farmhouse. It might make suitable shelter for the night. The Scout must make an **Explore** test to ensure the area is safe. If the test succeeds, the hero notices that the leafless bushes around the house are blackened and twisted, and surmises that some darkness resides within that is best left undisturbed.

On a failure, while exploring the farmhouse, the Scout is beset by a sudden and violent headache. A vision clouds his mind: a lifetime spent living alone and working the orchard when these lands were free. When the vision ends, the hero feels utterly spent, as if arriving at the end of a long and toilsome life. The Scout is temporarily Weary for the length of the journey.

The World looked Wild and Wide (Look-out - Misery)

In a forlorn and wild land, ancient pasture walls and pitted statues worn away by time and neglect are a grim reminder of all that has been lost. The hardships of a journey are sometimes felt in the heart. Each companion must make a **Wisdom** test. Whoever fails is temporarily Miserable for the length of the journey.

Over Rock and Under Tree (Huntsman - Fatigue)

The Huntsman has set his aim upon a quarry that is proving to be almost too cunning for an ordinary animal. Its tracks go over rock and under tree, sending the companion venturing too far from the company's campsite. The hunter returns each night after a long day spent in pursuit. The Huntsman must pass a **Hunting** test or gain additional Fatigue (twice on an).

Through a Cleft Between two Jagged Stones (Guide - Wound)

The route the Guide has chosen takes the company through rocky terrain of steep slopes and narrow valleys. Jagged stones and dead trees colour the arid land in grey and brown. At the crest of a hill, the companions must manoeuvre down a narrow passage between the sheer faces of two towering boulders. With each step, the ground beneath their feet shifts. Leading the way, the Guide must make a **Travel** test to find a safe path. On a failure, the Guide steps on a loose stone and stumbles. He loses Endurance equal to the result of a Success die or suffers a Wound on the roll of an .

Pale Enchanted Gold (Look-out - Corruption)

The land the company passes through is eerily quiet save for the buzzing of insects and the rustling of leaves from slithering serpents. In the crook of a tree limb, the Look-out spots an old leather pouch. It falls to the ground and the contents spill out: a few coins worth 4 Treasure points. The Look-out must now pass an **Awareness** test. On a success, the companion notices that among the gold is a man's tooth crusted with dried blood. If the roll fails, or the hero takes the gold anyway, the companion gains 1 Shadow point, or 2 points if the failure produced an .

Dwindling Ruins of Long Ago (Scout - Strain)

Nature has swallowed an ancient settlement until almost no trace of it exists. The path or trail the company follows will take them up a buried staircase and along old stones, loose and crumbling, cracked from the roots of many trees. The Scout must make an **Explore** test while blazing the trail ahead. On a failure, he stumbles and falls among the ruins, losing Endurance equal to the result of a Success die.

A Plague and a Nuisance (Huntsman - Despair)

Black crows fill the skies and appear to follow the company for a day or more. When the company stops to rest, the boughs of the trees creak with the weight of crows landing there. The birds are watching and listening, their wings black as night. The Huntsman must make a **Hunting** test to catch something to eat while plagued by the crows. On a failure, the hero loses heart and 1 point of Hope, or 2 points on the roll of an .

A Pathless Country (All Companions - Wrong Choices)

The company's route unexpectedly leads them to a swamp. Ill prepared, they must either go out of their way to avoid the swampland or trudge through the knee-deep, bug-infested mire. Whatever they decide, the companions must make a **Travel** test or face harder Fatigue tests for the remainder of the journey. For those who failed, raise the TN one level for further Fatigue tests, as they find themselves unable to adapt to the unplanned route.

'Tis Evil in the Wild to Fare (Guide - Dangerous Meeting)

The Guide examines the wilderness that stretches out before the company and consults his maps. The Guide must make a **Travel** test. If the test fails, he is satisfied with the route he has chosen and inadvertently leads his companions through the haunting place of a restless spirit who once prowled these woods long ago. Loremasters are encouraged to play this out over several days of travel as the company hear noises, spot movement out of the corners of their eyes, and feel as if they are being watched

from the dark wood. (See Spectres on page 80 of the *Rivendell* supplement).

Shadow Lands ᚢ

The regions labelled as Shadow Lands represent territories that have been long under the influence of some dark power that corrupted and twisted them, or that are very dangerous to travellers for the presence of some inimical force or dangerous creature. Whatever the reason, darkness has seeped into their very stones and few who call these regions home are to be trusted, whether man or beast.

These dismal lands seem to have a will of their own, always at odds with a travelling company. Trails, when found at all, twist and turn and lead to danger. Game may be impossible to come by and rest even more unlikely. A journey through Shadow Lands should be a toilsome experience fraught with perils that take their toll upon both body and heart.

Long and Weary Work (Huntsman - Weary)

Game is scarce and the company's provisions are running low. The Huntsman must find berries, roots, and nuts to supplement for what he cannot hunt. But this is easier said than done, as edible plants are not so easily recognised in a darkened land, and innocuous-looking mushrooms can prove deadly to the unwary. The Huntsman must work long and hard to be sure he is not going to poison his companions. The Huntsman must make a **Hunting** test. On a failure, he is temporarily Weary for the length of the journey.

Dreaming of Eggs and Bacon (Guide - Misery)

The Guide is the first to wake in the morning from a most wonderful dream of a fine breakfast at home among his own folk before the comforts of a roaring fire. The smell and taste of the food still lingers in his mind as he rummages through the company's provisions, stuffing his mouth. The Guide must make a **Travel** test. If the test fails, the hero is made temporarily Miserable for the length of the journey as he realises too late that he has compromised the company's food supplies. Should the Guide suffer a Bout of Madness while Miserable, he might lash out at his companions, blaming them for his own failings.

A Perilous Crossing (Scout - Fatigue)

The company's route brings them to an old wooden bridge with missing planks and rotting support beams, spanning a river or narrow ravine with steep rocky walls and a thin stream below. The structure has obviously been built by Orcs or Goblins and might actually be a trap. The Scout must make an **Explore** test to check the crossing or find a safer path. If the test fails, the Scout is fatigued from the fruitless attempt (add Fatigue again, twice on an) and the heroes have no choice but to brave the perilous bridge or turn back.

Journeys in High Places (Guide - Wound)

The company climbs an arduous and steep path that twists ever higher through mountainous terrain. Above them, grim mountain peaks disappear into mist and clouds. Bitter winds blow and the path is covered in deeper and deeper snowdrifts. In the following days, several avalanches seem to target the company's Guide, as large masses of heavy, wet snow mixed with stones crash down upon the unfortunate hero. The Guide must make a **Travel** test. On a failure, the hero loses Endurance equal to the result of a Success die, or suffers a Wound on an .

Over the Land there lies a Long Shadow (All Companions - Corruption)

The company stumbles upon the moss-covered ruins of a once-great statue, ornamental fountain or fortification from another age of this world. Orcs defiled the haunting beauty of this abandoned place; the broken and disfigured stones are scored with their vile markings. A dread lingers in the air and pierces the heart. All companions must make a Corruption test. Whoever fails the test gains 1 Shadow point, or 2 Shadow points on an .

A Black Look in the Sky (Look-out - Strain)

The weather seems to move against the company with a will of its own. A sudden gust of wind sweeps branches and loose rocks into the air. The Look-out must pass an **Awareness** test. If the test fails, the hero is struck by flying debris and loses Endurance equal to the result of a Success die. The company must now find shelter or be caught in the open during a severe storm.

Are We All Here? (Look-out - Despair)

Some unforeseen dilemma – an avalanche or adversaries beyond count – forces the company to move swiftly to escape the unexpected threat. In the confusion, the Look-out is separated from the rest of the company. The hero must make an **Awareness** test. Should the test fail, the Look-out Man is lost in a foul-smelling mist that creeps

along a dim country of dead bracken and loses 1 point of Hope, or 2 points of Hope on an ᚠ. The company must then somehow contrive to reunite in this hostile land.

Goblins Fighting and Biting in the Dark (Scout - Wrong Choices)

From just over the next ridge, smoke rises into the orange sky at dusk. The Scout sets out at once to ensure the route is safe and spies a garrison of Goblins who have fallen to fighting one another among the walls of an old fortification. The Scout must make an **Explore** test to cut a safer path for the company to follow. If the test fails, the hero spends considerable time and effort with the detour. This ordeal makes the journey more difficult for the Scout, increasing the TN one level for further Fatigue tests.

Not all the Birds are to be Trusted (Huntsman - Dangerous Meeting)

In the twilight hours of the day, a black bird alights on the branch of a tree near the Huntsman of the company. The bird croaks a warning in the Common Speech of dangers ahead and tries to steer the hero down a lonely path. The Huntsman must make a **Hunting** test to interpret the black bird's message. On a failure, the Huntsman is convinced to take the alternative route. The lonely path leads him face to face with three crooked wanderers in tattered cloaks. These bent, old men use spears as walking sticks and move slowly among ancient stones. (See Fell Wraiths on page 79 of the *Rivendell* supplement.)

Dark Lands ᛟ

Seldom does the light of the sun shine upon the faces of those who venture into the Dark Lands. There is no safe passage here. Evil lurks in every shadow, round every corner, and will tempt the heart of the noblest hero. Only servants of the Enemy dare dwell in these lands, and it is here that Orcs, Trolls and Evil Men build their lairs and strongholds. The water is foul, the soil itself is sick and madness tugs at the mind. In the Dark Lands, the weather itself conspires against a travelling company whose guide is so reckless, or witless, to dare trace a path across it.

Cheerless and Uninviting (Guide - Weariness)

Grim and overcast skies have followed the company for days on end. They sleep and wake in darkness with only supper and breakfast to mark the time. Try as they might to search for signs of sun or moon, the Guide can no longer tell day from night. To navigate and determine when the company should stop to rest or make camp, the Guide is pressed to rely on his intuition and the ache in his legs and shoulders. The Guide must make a **Travel** test to avoid pushing himself to exhaustion or, on a failure, be made temporarily Weary for the length of the journey.

A Choice that Went Amiss (Scout - Misery)

After the company has made camp, the Scout explores the surrounding area to get a lay of the land ahead of the next day's journey. Only a sliver of moon lights his path. Suddenly, the terrifying shriek of some fell creature shatters the night. The campsite is no longer safe. The Scout must make an **Explore** test to find a safer place to camp for the night. On a failure, the hero feels deeply frustrated and is made temporarily Miserable for the length of the journey.

In a Sombre Country of Dark Trees (Look-out - Fatigue)

The company's journey takes them through a bleak landscape. The mood is melancholic. The light of the sun, when it can be seen, is a dim yellow face and does nothing to brighten the spirits of the travellers. Evil is everywhere in this forsaken country. The wolves howling at night are watching the company's movements, but do the wolves report to a more deadly foe? Is the road being watched? The Look-out must make an **Awareness** test to determine if the company is being followed. On a failure, the hero's disposition gets the better of him and he senses a mysterious dark shape on the road behind them, or perhaps the dark shape is passing overhead, high above the treetops. Distraught, the hero gets no sleep at night and adds Fatigue again, twice if they rolled an ᚠ.

A Track Plain to See (Huntsman - Wound)

While preparing traps to catch small game, the Huntsman notices the tracks of some strange beast they have never seen before. The hero studies the unfamiliar prints of what is clearly a large animal – one that might feed the company for many days. The Hunter must pass a **Hunting** test in order to recognise the well-hidden signs that suggest another hunter is in the area. If the test fails, curiosity gets the better of the hero. The Huntsman tracks the mysterious creature into the wild and does not see a rusted iron leg-hold trap until they have stepped into it. The Huntsman loses Endurance equal to the result of a Success die or suffers a Wound on an ᚠ. The Loremaster may choose to play out the hero's attempt to escape the trap using his **Athletics** or **Craft** skill. If the hero fails to free himself, how

long until the other companions realise he is missing? And how long until the unknown hunter returns?

A Mere Cheat to Betray Him (Guide - Corruption)

Over the course of several nights the Guide is plagued by dark dreams that tug on their deepest desires, whether for riches or power, vengeance or forbidden knowledge. While the details change from night to night, in each dream one thing remains the same: a standing stone of slate grey marked by a single jagged line of black quartz, like a dry riverbed upon a dead plain. When the Guide spots this same standing stone off in the distance, in the opposite direction of their intended route, he is tempted to lead the company astray. The Guide must make a **Travel** test. On a failure, the hero puts his own desires above the company's objective, gaining 1 Shadow point, or 2 points on an ᚛. The Loremaster may consider tying the temptation of the dreams to the Guide's Shadow Weakness and should have some idea of what additional danger lies beyond the standing stone.

Water in a Parched Land (Huntsman - Strain)

The company needs to replenish its supply of fresh water. The last spring they passed was foul, the last creek bed dry and dusty. Thirst burning their throats, the company discovers a clear and bubbling spring among otherwise barren stones. The companions eagerly fill their canteens. Before taking their first sip, the Huntsman must make a **Hunting** test to see beyond the appearances of the enticing spring. On a failure, the hero drinks before they recognise the water is tainted by dark enchantment. Soon, the Huntsman starts suffering from severe stomach pains and will be unable to travel for the rest of the day, losing Endurance equal to the result of a Success die. The Loremaster may consider the consequences of this unplanned stop, which may include making camp in an undesirable location.

If any Dawn can Pierce these Clouds (All Companions - Despair)

Dark clouds hang over the company and all is dim and grey and cold. Days pass before a fleeting hint of sunlight breaks out from behind the ominous cloud cover and, for a moment, a warming ray of light pierces the gloom. But the clouds soon devour the light and all is dim and grey once more. Each hero must make a **Valour** test. Whoever fails the test loses 1 point of Hope, or 2 points of Hope on an ᚛ as their thoughts turn to hopelessness and despair.

Lightless Passages (Scout - Wrong Choices)

The heroes have chosen a dark and perilous path with only flickering torches to guide their footing. When a sudden and unnatural wind extinguishes their flames and prevents them to light them again, the company is caught in pitch darkness. The Scout must make an **Explore** test to lead the companions in the dark. On a failure, raise the TN one level for further Fatigue tests. In addition, should the company find themselves in a combat situation without

a sufficient light source, they will be *severely hindered* (see Complications on page 181 of *The One Ring Roleplaying Game*).

Drums, Drums in the Deep (Look-out - Dangerous Meeting)

Deep in a ravine or a maze of tunnels or high up a mountain pass, the steady beating of what sounds like drums comes from all directions at once, unnerving the company. Is it a Goblin army marching to war? The first tremors of an earthquake? Or a fearsome beast whose very footsteps cause the earth to rumble? The Look-out must make an **Awareness** test to determine the source of the danger so he can lead his companions to safety. If the test fails, the company are ambushed by a four-armed Ettin (see page 71 of the *Rivendell* supplement) or waylaid by a Goblin raiding party.

Tailoring Hazards to Named Regions

While the Hazard rules as written – and the sample Hazard episodes presented on the preceding pages – can be applied to just about any land, with a little effort a creative Loremaster can tailor a Hazard episode so that it evokes the feel of a specific region, redolent with place and purpose. Over the following couple of pages, this concept is illustrated.

The Brown Lands

South of Mirkwood, the Brown Lands are a stark reminder of what could be lost should the Enemy prevail. Here, on this withered stretch of earth that goes on as far as the eye can see, the vegetation was once so lush that the Entwives were said to have tended their magnificent gardens there. Now, nothing beautiful grows in the Brown Lands. Travellers braving these forlorn wastes will struggle against an oppressive sorrow that seems to rise from the very dust beneath their feet. No landmarks guide the way across the barren slopes. Those who do not measure their supplies well could find themselves without food or water and little hope of locating either.

The Stone Garden (All Companions - Corruption)

The company's journey takes them through a land of scorched earth peppered with odd-shaped stones. Some flat, others curved and pitted, the rocks appear as if they were the petrified remains of a once-verdant garden. Grief and sorrow weigh heavy here. All heroes must make a Corruption test. On a failure they gain 1 Shadow point, or two 2 Shadow points if the failure produced an .

Too Quiet (Look-out - Weariness)

The vast desolation of the Brown Lands can prove too grievous a test for even the hardiest of travellers. A wind from the East whistles incessantly over barren earth, as days pass one into the next. Feet plod ever forward, but the lonely landscape remains unchanged. The Look-out must pass an **Awareness** test. On a failure, his mind plays tricks on him as he begins to imagine dangers where none exist. The wind is the cry of a terrifying spectre, the crunch of rock under foot is a foe at his heels, and every shadow is a threat jumping out from the gloom. The hero grows increasingly uneasy and becomes convinced that some fell creature stalks the company. The Look-out is made temporarily Weary for the length of journey.

Dagorlad

Dagorlad, or the Battle Plain, lies at the very foot of Mordor. In the long shadow of the Ash Mountains and the maw of the Black Gate, those who venture across it are unlikely to emerge unscathed. Death and violence can be smelt on the bitter air, for countless battles have washed this barren plain in the blood of the Free Peoples.

Rest proves elusive on the stony plain, and is often ill-advised, for hard, cold roads run across it and the servants of the Enemy roam this land openly. Travellers who let their guard down may not live to regret it.

The Sigil of the Enemy (Scout - Misery)

Rest is hard to come by in the dusty plains of Dagorlad for the air bites with a chill breeze out of the Ash Mountains from the south when the sun goes down, and there are few natural shelters to lessen its sting. Now more than ever the companions rely on the Scout to find a place where they might steal a few hours of sleep each night. As evening approaches, the Scout must pass an **Explore** test to find a sheltered campsite. If the test fails, the hero stumbles upon the remains of an Orc-camp, finding a broken shield bearing the sigil of the Lidless Eye and signs of the gory remains of an indescribable meal. This harrowing experience makes the Scout temporarily Miserable.

The Way Grows Ever Darker (All Companions - Corruption)

On the plains of Dagorlad, near the end of the Second Age, the army of the Last Alliance won a great battle against the forces of the Dark Lord. But that victory would ultimately prove hollow when Isildur succumbed to the corrupting power of the One Ring, failing to destroy it. While travelling across the waste, the companions perceive the anguish of the many fruitless battles fought upon these bleak plains, as if the wind carried the voices of the thousands who lost their lives among the fast-moving dust clouds.

All companions must make a Corruption test or yield to the bitter hopelessness and doubt pervading these lands. Whoever fails the test gains 1 Shadow point, or 2 Shadow points if the failure produced an .

The Dead Marshes

Those unlucky enough to find themselves crossing the Dead Marshes should take care to avoid the swamps where the dark meres are deeper, and especially not to follow the mesmerising lights flickering above the bog waters. No paths guide the way and each footstep on the uneven and sodden ground is uncertain. The pervasive smell of rot wafts up from the thick mud and stagnant pools. And when the candles are lit, dead faces waver deep beneath the water's greasy surface...

Remembered in Song (All Companions - Despair)

A company passing through the Dead Marshes is affected by the oppressive atmosphere and might seek comfort in songs or stories of being in happier lands, perhaps back home among their own folk at a great feast celebrating the first day of spring. All companions must pass a **Song** test. On a failure, the toil and sorrow of ancient tragedies creeps into their song or tale and the hero is left with the chill reality of the sullen brown bog, the eerie lights, and the dead all around him. Whoever failed the test loses 1 point of Hope, or 2 points of Hope if the failure produced an .

Candles of Corpses (Scout - Misery)

Upon this plain, countless Men and Elves fell to the forces of Mordor in the War of the Last Alliance. Over centuries, the marshes have been the watery graves of these lost warriors. Now, beneath flickering ghostly lights, the faces of the dead buried in this bog beckon the living to join them. The Scout must pass an **Explore** test (TN 14 plus the character's current Shadow total) to find safe passage through the marshes. On a failure, the hero is made temporarily Miserable as he is drawn too close to the ghostly faces peering out of the murky waters.

If the failure also triggered a Revelation episode (see page 114 of the *Rivendell* supplement) or a Bout of Madness, then the Scout becomes transfixed by the lights and falls into the dark waters. The hero is now at risk of drowning (see the rules for drowning on page 184 of *The One Ring Roleplaying Game*). Alternatively, another companion may spend a point of Hope to break the Scout's trance before the hero falls into the cold, sullen waters.

The Firien Wood

The peace beneath the oaks of Firien Wood may place some travellers at ease, but that would be a mistake. Amon Anwar, the Hill of Awe, rises from within these woods, and even where the forest's heavy boughs obscure its slopes, an uncommon silence stills the air. Only the Beacon-wardens

call this land home in their perpetual watch over the beacon on the summit of Amon Anwar. Great boars and other creatures range freely in these woods and men whisper of the tomb of a king, hidden on the mountain, which now lies empty.

Too Late Now to Turn Aside (Huntsman - Wound)

An eerie stillness descends upon the company as they follow the Great West Road through the Firien Wood, a forest of tall, old oak, also known in the Common Speech as the Whispering Wood. Fingers of light filter through the canopy and mottle the heavy carpet of fallen leaves on the ground. A stamp of hooves breaks the quiet and the Huntsman glimpses the dark back of a great boar in the distance. The Huntsman must make a **Hunting** test. If the test fails, the boar charges and the Huntsman loses Endurance equal to the result of a Success die or suffers a Wound on an eye.

Under the Shades of Dark Halifirien (Look-out - Wrong Choices)

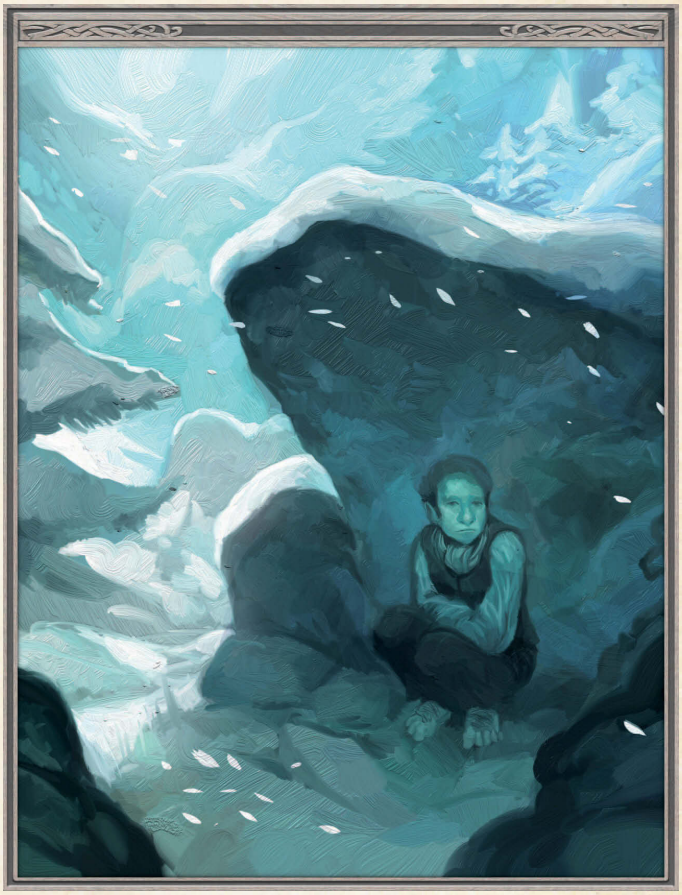
In the Whispering Wood, the Look-out keeps watch over his companions as they slumber in their campsite near the bridge that spans the Mering Stream. Across the water, a path branches off from the Great West Road and winds up the steep slopes of *Amon Anwar*, called Halifirien in the tongue of the Rohirrim. In the quiet of the night, the temperature drops suddenly and the Look-out has a strange feeling that they are not alone. He hears the clip-clop of horses and a murmur of voices. Men of Gondor in solemn procession emerge from the darkness, and take the branching path. They beckon the Look-out to join them. The Look-out must make an **Awareness** test. If the test succeeds his keen senses recognise the signs that something out of the ordinary is transpiring, and he understands this procession for what it is: the spirits of the dead. Should the test fail, the hero falls under the sway of the ghostly travellers and is compelled to follow them through the night as they make their way to the mountain. At dawn, he awakens from his trance to find himself many miles from his companions. He will now face harder Fatigue tests (raise TN one level) for the remainder of the journey.

Forochel

The bitter cold of Forochel cuts to the bone. A great evil once dwelt here in the Elder Days and its stain still lingers below the perpetual layers of ice and snow that mute the landscape. Travel is slow and arduous, footing uncertain, and paths non-existent. In the far reaches of the north, the Ice-Bay of Forochel beckons with shipwrecked treasures and untold dangers beneath its frigid waves. The inhabitants of this frost-ensconced wilderness, the Lossoth, greet strangers with doubt and suspicion; and the tip of a spear if travellers cannot convince them of their good intentions.

We Shall Meet Bitter Cold (Scout - Corruption)

In the vast, frozen wasteland of Forochel, the driving snow and howling winds slow the progress of the company. They steel themselves against the frigid cold and trudge onward for as long as they can, but these bitter winds cut through even the thickest coats. As night begins to fall and the temperature plummets, the Guide directs the Scout to find shelter. The Scout must make an **Explore** test. If the test fails, he wanders into the ice-bound remains of an ancient fortress. The ruins bear the blight of a great evil from another age of this world; the Scout gains 1 Shadow point, or 2 Shadow points if the failure produced an eye.



Pierced with Cold (Look-out - Weariness)

A blanket of snow and ice covers the land for as far as the eye can see. Snowdrifts blow in the wind in an ever

shifting landscape, making the company's journey more difficult. Ice crunches beneath the heroes' feet and the sun is a blinding glare upon the white. As the company unknowingly passes over a frozen lake, the Look-out must make an **Awareness** test. If the test fails, he does not notice that the ice is thin and cracked and plunges deep into the freezing water below. Sodden and cold, the Look-out is made Weary for the remainder of the journey.

Harad

Few free folk of the north have ventured into Harad, and even fewer have returned to tell the tale. Whether in the deserts or the jungles of the far south, adventurers will encounter the strange and the unknown on a daily basis as they journey into a land only whispered of in stories and poems, a land where the giant oliphaunts and other fabulous beasts tread. The unrelenting sun and heat will sap their strength and the unfamiliar terrain, and strange stars in the night sky, will challenge even the most skilled navigators. The Haradrim, or Southrons, do not look kindly upon foreigners passing through their territories, and suspicion and misunderstanding will colour any meeting.

Where the Stars are Strange (Guide - Despair)

Far to the south, in the hot jungles of Harad, the company cuts a path through fern and vine. Mosquitos buzz in their ears and bite their flesh day and night. Lizards and snakes lurk underfoot and oddly coloured birds cackle in the foliage above. The companions swelter from the oppressive heat and humidity. Little light reaches the ground and the Guide struggles to keep the course. When the company finds a clearing in which to make camp, the Guide studies the night sky for direction. But the stars are strange and he does not know how to read them. The Guide must pass a **Travel** test. On a failure, the hero finds the relentlessly queer journey too much to bear, losing 1 point of Hope, or 2 Hope on the roll of an .

Empty Lands (Huntsman - Fatigue)

In the rocky deserts of Harad, the company's provisions fall dangerously low. Many days pass without sign of edible plant or animal life. When the Huntsman finally discovers evidence of an unusually large rabbit nearby, he tirelessly pursues it across the bleak wind-swept landscape.The Huntsman must pass a **Hunting** test. Raise the difficulty of the test according to the Region table (*The One Ring Roleplaying Game*, page 158). If the test succeeds, the Huntsman returns with a hare the like of which he has never seen before, with longer ears and larger feet and about the size of a fox. On a failure, the hero returns to his companions empty-handed and fatigued from the fruitless endeavour (add Fatigue again, twice on an .

Rhûn

Past the Iron Hills and the Redwater, and extending far beyond the edge of most maps, lies a vast domain known in the West only as Rhûn. From the great inland sea to forests, mountains and plains, this expansive and diverse terrain will present a wide range of challenges for travellers. Wild oxen and other unfamiliar beasts roam these remote lands. But perhaps even more dangerous are the Easterlings, the Men of Darkness who dwell here. Sworn enemies of the Free Peoples, the Easterlings are fierce warriors and allies of Sauron.

Wainriders of Rhûn (Guide - Dangerous Meeting)

Far to the east, beyond the Redwater, along a road that is not much more than two ruts in the dirt, the Guide is the first of the company to come upon a broken wain. The ruts end at its shattered wheels. In its bed stand splintered and empty wine barrels pierced with many arrows. There are no bodies or signs of a recent struggle. Whatever happened here, happened long ago. The Guide must make a **Travel** test to determine a new route. Should the test fail, the route the Guide chooses takes the company deep into strange hill country with many a road made of two ruts in the dirt. The company's course is now set upon a fate that cannot be undone. In the days ahead, they will find themselves outnumbered by Easterlings who attempt to ambush them from a gloom of trees (see Easterlings on page 78 of *Tales from Wilderland*).

In Places Deep Where Dark Things Sleep (All Companions - Misery)

Harried from a hard journey, the company comes upon a long-abandoned limestone hut built against the rocky hillside as a shelter for the herdsmen of the oxen that graze these lands. A swift wind picks up and the light dims as dark clouds blow in from over the Sea of Rhûn. With the storm fast approaching, the company has little choice but to take shelter in the hut. The stones of the far wall have crumbled, revealing an intricately detailed iron door in the hill with time-worn runes inscribed above it. All

companions must pass a **Riddle** test to read the runes upon the door warning away trespassers. Whoever fails the test is drawn to open the door while their companions sleep. These heroes spend the night wandering the ancient refuge under the hill. In the morning their companions will find them still lost in fevered dreams, their fingers scratched raw from attempting to dig through the stone floor.

All heroes who failed the test are made Miserable for the length of the journey. Awakened by their companions, these heroes will each remember having lived the life of the leader of a company of exiled Dwarves from the Iron Hills who buried their ill-begotten treasure here. Mad with greed, these Dwarves soon turned on each other, until only the leader was left alive. He sealed himself within this hill and died of starvation – but mayhap his treasure, and his restless corpse, remain entombed here still...

Wetwang

A vast swamp to the east of the Anduin, beyond the Falls of Rauros, the Wetwang is a place avoided by most wise travellers. Speed and stealth evade those who venture here, for there are no trails and the muck slurps and tugs at Dwarf-boots and Hobbit feet, hungry for unwary wanderers. Fog and drizzle make navigation almost impossible. Those unfortunate enough to have lost their way and perished here may haunt the marsh as Spectres or other undead adversaries.

Torturous and Much Divided (Huntsman - Dangerous Meeting)

In the mists of the thunderous crash of the Falls of Rauros, the Huntsman slogs through thickets of reeds in the wild fens of the Wetwang hunting waterfowl. Dead grasses crunch beneath his boots and his feet are damp and wet and cold. Having ranged far from his companions in pursuit of his quarry, the hero finally spots a fluttering wingtip. The Huntsman must make a **Hunting** test. If the test fails, he inadvertently disturbs the still waters of the bog where the bodies of the dead rest uneasily. These wicked men rise against the Huntsman for unsettling their watery graves (see *Bog Soldiers* on page 78 of the Rivendell supplement). The hero is outnumbered against a dangerous foe and will surely need his companions to survive.

To Find Firmer Places Where Feet Could Tread (Guide - Fatigue)

Safe passage through this treacherous swamp is difficult to find. Mists cling to these wetlands and the sky seems perpetually grey. The spongy ground suggests no clear path and provides unsteady footing. The Guide must pass a **Travel** test to determine the best route for the company. If the test fails, the hero misjudges the way forward and his feet sink deep into the gurgling mud. The Guide is worn out trying to free himself from the thick mire (add Fatigue again, or twice on an).

- Boats and ships -

'But it was an old tradition that away over there stood the Grey Havens, from which at times elven-ships set sail...'

The Second Age saw the rise of the greatest mariners that ever were: the Númenóreans. With their tall ships, the Men of the West sailed all the seas eastward to the shores of Middle-earth, from the icy waters of the Bay of Forochel to the warm currents off the coast of Far Harad.

In the waning years of the Third Age, the skill and knowledge to build and employ ships larger than a fishing boat has been forgotten by most in north-western Middle-earth. The ancient ports built there by the Men of the West lie ruined and abandoned. Only the Elves dare brave the open sea and the grey ships that set out from Mithlond in the Gulf of Lune head straight into the West, never to return. Yet, east of the Misty Mountains the merchants of Esgaroth again sail down the Long Lake to reach distant markets on their longships, while the folk of Gondor and their enemies, the Corsairs of Umbar, fight a bitter struggle for control of the southern seas.

But north or south, east or west, sailing out to sea or upon a long river journey is always an adventure, a matter reserved for heroes, and for madmen.

Handling Boats

Men and Elves, and even Hobbits and Dwarves, all know at least something about boating. Most of them make use exclusively of small crafts, built after each folk's own fashion for cruising along rivers and lakes, and for short sea voyages. Larger, sea-worthy boats, propelled by rows of oarsmen or by sails, are built only among those folks that are still much given to long-distance trading, like the Men of the Lake or Gondor.

Following the standard rules for action resolution (starting from page 138 of *The One Ring Roleplaying Game*), companions climbing aboard a boat and set to paddling, rowing or else, are not required to make rolls to handle the craft under normal circumstances (a placid lake, a quiet river, a tranquil sea).

The Loremaster should instead ask for a test when a situation effectively endangers the integrity of the vessel, for example when leading a craft along the fast-rushing waters of some rapids, over a treacherous reef, or into a murky swamp hiding submerged roots and floating branches.

In such cases, the companion acting as steersman of the vessel must make a roll of **Athletics**. The Target Number may be set at the usual standard of TN 14, but can be raised or lowered by the Loremaster depending on the severity of the challenge.

If the roll is successful, then the steersman has been able to avoid any problem. If the roll failed, the boat has suffered some serious consequences, to be determined by the Loremaster based upon his knowledge of the situation and possibly including unfortunate events like capsizing the craft or heading into a direct collision with an obstacle.

As a rule of thumb, failing a test while handling a boat results in the vessel being damaged and rendered unable to sustain a prolonged navigation. The condition lasts until the damage suffered is repaired by a companion with a successful roll of **Craft**.

Boating

A hero may invoke the Boating trait when attempting actions involving the handling of boats as for the normal rules for traits (*see The One Ring Roleplaying Game*, page 92).

River Journeys

The rules for using boats on a river while on a journey have been presented already in *The One Ring Roleplaying Game* (starting on page 153) but are summarised here for the sake of convenience:

- If a companion travels alone on a boat, or the entire company is embarked, the distance travelled each day along a river or coastline is modified as per the Speed table found at page 158 of *The One Ring Roleplaying Game*, and boating companions enjoy an advantage as far as Fatigue is concerned, reducing by 1 the amount of Fatigue generated by each failed Fatigue test (see page 160).

Navigable Rivers

Not all rivers in Middle-earth are navigable, and even those that are deep and wide enough are not so for their entire length. The course of a river may become too slow and meandering upon a plain, too shallow where a ford crosses it, or too tumultuous where falls and rapids send their waters to rush over hidden rocks. Moreover, rivers change dramatically with the passing of the seasons, becoming fast and dangerous with the thawing of a winter's snows, or drying up to leave only rivulets streaming along a parched riverbed in summer. Loremasters striving for a high level of verisimilitude in their games should take all of the above into consideration when playing an Adventuring phase featuring a journey by boat.

In general terms, all the river courses that are relevant enough to have been drawn on the maps found in this supplement are considered to be perfectly navigable using a small craft, at least for the most part of a year.

The following list indicates instead those rivers that are known to be navigable using boats of larger draught:

- Anduin (from the coast, up to Cair Andros)
- Greyflood (up to Tharbad)
- Baranduin (up to Sarn Ford)
- Running River

Sea Journeys

Should the companions find themselves upon a sea voyage, the Loremaster and his players may chart the company's progress using the rules found on page 153 of *The One Ring Roleplaying Game*, taking care to use the modifications considered in the following paragraphs.

Planning the Voyage

Few adventurers are likely to have a great deal of lore regarding seafaring. Their knowledge of the lay of the land and their maps are generally not particularly useful, as the information that is deemed important when sailing is not the same that is taken into consideration when on the road.

What a seaman needs to know is where the best spots are to set anchor, where water that is safe to drink can be found, where harbours and beaches are located, or where it is advisable to sail close to the coast and where sandbanks or reefs make it dangerous instead.

When sailing was more commonplace off the coasts of Eriador, seamen and lore-masters compiled innumerable pilot books and nautical charts, detailing which landmarks a ship would encounter along the chosen route. Most of these documents are now difficult to come by, or the information they contain is outdated, often referring to ports and landmarks that have long since disappeared.

- Considering the added complexity of charting the course of a sea voyage, the difficulty of all **Lore** rolls made by companions to gain journey advantages should be set at least at TN 16 (see **Preliminary Rolls** in *The One Ring Roleplaying Game*, page 151)

Sea Voyage Resolution:

Step	Action	Procedure
1	Set route	No modifications.
2	Distance	No modifications. This calculation must consider that sea-faring ships generally 'hug' the coast and thus the route is not drawn in a straight line.
3	Terrain	Use the **Sailing Season table** in place of the **Terrain Difficulty table** on page 156 of *The One Ring Roleplaying Game*.
4	Speed	See the Ship Speed paragraph and table.
5	Fatigue Tests	Calculate number of tests normally. Find the TN of each roll on the **Fatigue Tests at Sea table**.

Terrain

The distance of a sea journey is modified not by the terrain it traverses, but by the season in which the voyage is made. The modifiers listed in the Sailing Season table opposite represent the average difficulty of exploiting favourably the combined forces of tides, currents and winds.

Sailing Season:

Season	Difficulty	Modifier
Summer or Autumn	moderate	x1.5
Spring	hard	x2
Winter	severe	x3

Speed

The average distance travelled by any sea-going vessel is 60 miles per day of travel. However, ships can sail on at night, especially in summer, when the sky is less likely to be overcast and the stars can be used for navigation. Thus, a company can agree to a 24 hour-a-day voyage if they choose to do so. The ship's average speed is then adjusted to 100 miles per day, but then every companion aboard loses the advantage of being on a boat as far as Fatigue increase is concerned (see **Fatigue Tests** below).

Ship Speed:

Ship Travelling...	Miles per Day	Notes
By day	60 miles	-
By day and night	100 miles	Raise Fatigue normally on a failed Fatigue test (you lose the advantage of being on a boat).

Fatigue Tests

The number of Fatigue tests required while on a sea journey is determined following the normal journey rules: each companion must make one Fatigue test for each full or partial number of days shown in the Season table on page 158 of *The One Ring Roleplaying Game*. Remember that companions aboard a boat reduce the amount of Fatigue due to failed Fatigue tests by one point, unless they are travelling by day and night (in which case they increase their Fatigue score normally).The Target Number for each Fatigue test is usually 14. If the Loremaster prefers, he may use the table below to set the difficulty of all tests at a TN proportioned to the average hardships of the current season.

Fatigue Tests at Sea:

Season	Difficulty	TN
Summer or Autumn	moderate	14
Spring	hard	16
Winter	severe	18

Boat Types

The table below and the following headings list a number of boat types, exemplifying the different categories of vessels that may be encountered in a game of *The One Ring*.

The features listed in the table may be used to add another level of detail to the wanderings of a fellowship, for example using the different speed ratings when calculating the length of a river or sea journey.

Reed Boat, Raft
Small riverboats, built by craftsmen following local tradition.

Skiff
Round-bottomed open boats, allowing from 2 to 8 rear-facing oarsmen. Skiffs are not normally used for sea navigation, but may be used within harbours.

Flat Barge
Flat-bottomed barges, used for transportation along rivers and across lakes. May need to be towed by packhorses when going against the current.

Swan-ship
Riverboats wrought and carved with Elven-skill in the likeness of a bird.

Longship
Built for the transportation of goods or armed men can be between 50 to 80 feet long. Longships are the most common type of large boats encountered in Wilderland.

Cog
Merchant round ship, sea-worthy and reliable.

Galley
Fast ships powered by many rows of oarsmen, often equipped with a ram to crash into the side of an enemy vessel. Sails are mainly used when the wind allows, to let the oarsmen rest. The low sides of a galley do not allow it to sail into the open sea and limit its navigation to coasting.

Grey Ship
Oarless ships built by the Elves to sail the open sea.

Boat Types:

Type	Size	River Speed*	Sea Speed**	Powered by...	Navigation	Cultures
Reed Boat, Raft	small	20/5	-	paddles, poles	rivers, lakes	Hobbits, Men, Dwarves
Skiff	small to medium	40/10	-	oars	rivers, lakes	Men
Flat Barge	medium	20/5	-	oars, poles, towpath	rivers, lakes	Silvan Elves, Men
Swan-ship	medium	50/20	-	sail	rivers, lakes	Elves
Longship	large	40/15	60/100	oars, sail	rivers, lakes, sea	Northmen
Cog	large	-	60/100	sail	sea	Gondor
Galley	large	40/15	90/150	oars, sail	wide rivers, sea	Harad, Gondor
Grey Ship	large	-	90/150	sail	sea	Elves
Dromund	huge	30/10	60/100	oars, sail	wide rivers, sea	Harad, Gondor

* River Speed is expressed as miles per day going downstream/upstream.
** Sea Speed is expressed as miles per days for 10 hours/24 hours of navigation.

Dromund
Similar to a galley, a dromund is a sea-worthy ship, powered mainly by its wide sails.

Hazard Episodes

When travelling on a boat, Hazard episodes are triggered and resolved normally (see *The One Ring Roleplaying Game*, page 160). The following compilation of sample Hazards lists a number of episodes suitable for travel by river and sea.

Collision! (Look-out Man - Wound)

The Look-out misses a sharp rock, partially submerged sandbar or some sort of floating something (a log? a sea monster?) and the ship rocks violently, sending everyone on board stumbling for balance. The Look-out must make an **Awareness** test or is forcefully hurled from the ship and onto the obstacle or, worse, into the water. The companion loses Endurance equal to the roll of a Success dice, or suffers a Wound on the roll of an eye. The Loremaster might also decide that the hero needs to be rescued from the water by the other companions, or that the boat becomes stuck fast.

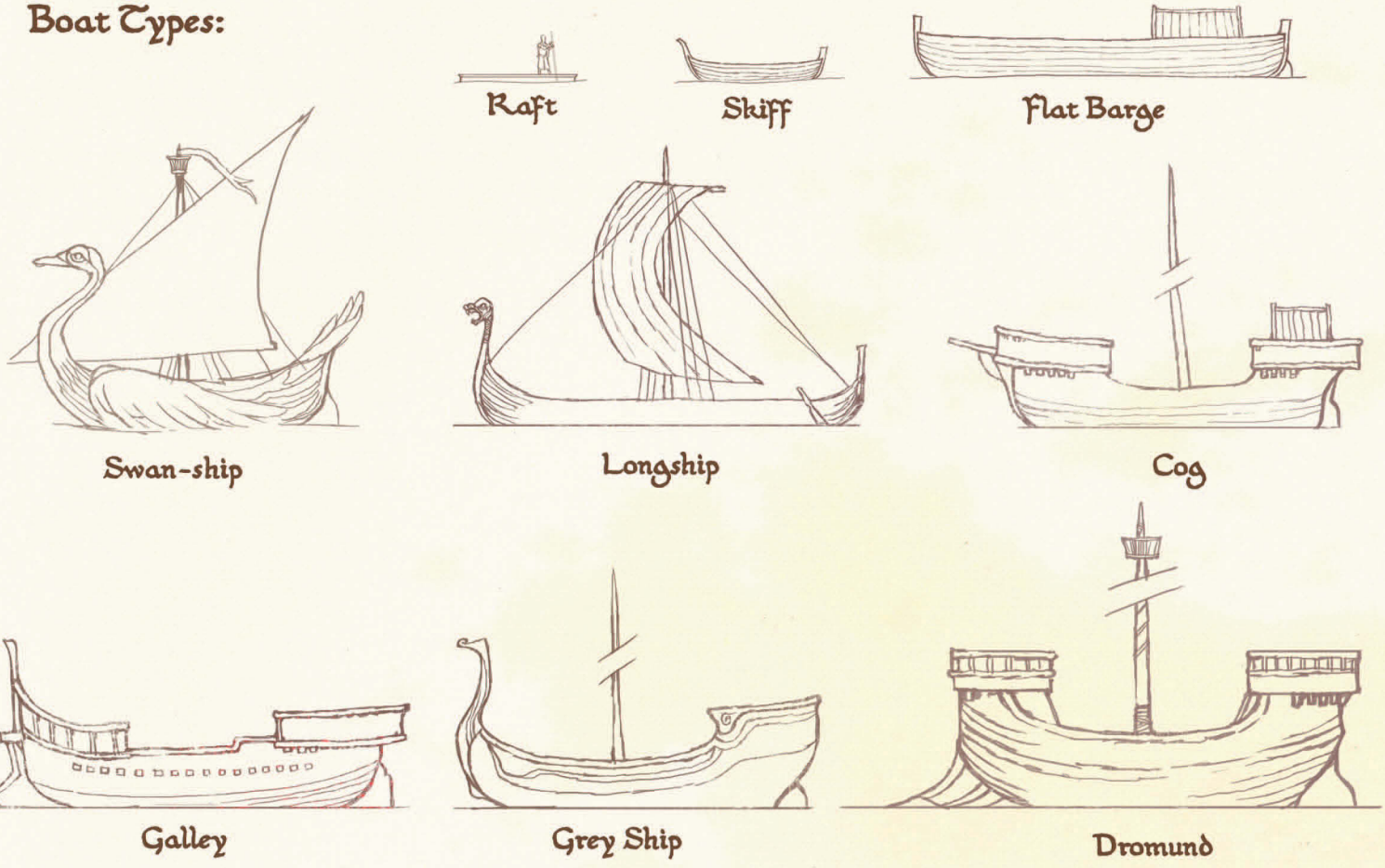
Bad Fish (Huntsman - Misery)

The Huntsman tries out an unusual fish before offering any to the rest of the company, making a **Hunting** test. If successful, the fish is fine. If the test is failed, the fish seems all right at first, but the Huntsman soon buckles over, emptying his stomach over the side of the boat. A strong nausea lingers for days afterwards, making the Huntsman temporarily Miserable for the remainder of the journey.

Dead Calm (All Companions - Despair)

A clinging mist has descended upon the boat, and with it a sinister sense of impending doom. The wind has failed completely, forcing the companions to man the oars for long hours, draining their strength and force of will as they struggle to see through the impenetrable grey barrier. All of the companions must make a Corruption test or lose 1 point of Hope, or 2 on an eye result.

Boat Types:



Travelling Companions

The roles assumed by the members of a travelling company do not change much when they act as a ship's crew. The Guide at sea acts as the vessel's captain, responsible for everything that concerns the charted route and the ordinary navigation; Scouts are called to fill the role of the pilot, the seaman in charge of manoeuvring the vessel when it enters dangerous waters, and intervene whenever it becomes necessary to set ashore (to harbour for the night, or when it is necessary to gather firewood or other necessities); Huntsmen spend their time fishing or hunting whenever the ship stops, to find fresh food and drinkable water to complement the provisions stored aboard; the duties of a Look-out Man are almost unchanged, save for the fact that they are called upon to look for submerged rocks, rather than for ambushing enemies, often from the vantage position of a ship's crow's nest or prow.

Malevolent Hunters (Guide - Dangerous Meeting)

The Guide has dared to hug too closely to the shore, and a group of Goblin Archers have started to follow the ship. If the Guide fails a **Travel** test, the boat falls within the range of their weapons and a shower of arrows starts peppering the craft!

Inhospitable Shores (Scout - Weariness)

The Scout repeatedly wades ashore to find a campsite for the company to spend the night and is quickly lost in a wild, tangled mess of water-soaked ground, quicksand and rotten debris pushed ashore by the tide. The Scout must pass an **Explore** test to find a better place quickly, or be made temporarily Weary for the remainder of the journey.

Squall (Guide - Fatigue)

A sudden storm buffets the company's boat, lashing them about as they fight against the churning water and wild winds. The Guide is particularly exposed as the hero clings to the boat's rudder. The companion must pass a **Travel** test, adding Fatigue in the event of a failure – or twice in the event of an .

Dreadful Scene (Look-out Man - Corruption)

From his vantage position, the Look-out Man comes briefly upon a grim sight, as the boat speeds past the shore: the aftermath of a grisly battle, travellers butchered by Orcs, drained corpses hung from trees by spider-webs, bloated white corpses floating in the waters. The Look-out Man must make a Corruption test. On a failure, the companion gains 1 point of Shadow, or 2 in the event of an .

Fire! (Huntsman - Strain)

In the confined spaces of a boat even a cooking fire may become dangerous. The Huntsman must make a **Hunting** test: if the roll fails, an errant spark starts an uncontrolled blaze on board, and the Huntsman burns themselves quenching it, losing Endurance equal to the roll of a die.

Misread the Wind (Guide - Wrong Choices)

The Guide misjudges the oncoming weather, misinterpreting wind and tide. Many sleepless hours follow as he tries to find his bearings again and correct the boat's course. The Guide must make a **Travel** test or raise the TN for further Fatigue tests by one level for the remainder of the journey.

on the Road to - to there -

They were at the end of their journey, but as far as ever, it seemed, from the end of their quest.

A long journey through the lands of Middle-earth has more sights to offer than the 'excitement' of encountering a Hazard. The previous chapter readily covered the many things that can go wrong when travelling through the Wild; this chapter instead talks about some of the interesting things to see, places to bed down and folks to meet along the way, regardless of how difficult the trip ends up being.

Loremasters can simply incorporate some of the elements presented in this chapter into their description during a

journey, build an encounter around one of the places or people, or even use them as the setting for an adventure.

Natural Wonders

The world is filled with all sorts of strange places, which travelling folk (like adventurers) may end up seeing more than most. The entries in this section offer up some ideas for Loremasters to use or draw inspiration from for the many wondrous sights the Wild can hold.

Unusual Thickets

A thicket is a dense group of trees or interwoven bushes, frequently all of the same species of plant. While many thickets grow naturally, there are some that look odd to even a discerning eye. Some thickets may subtly form a pattern, or appear to be wrapped about a specific place or meadow, protecting it from prying eyes. Other thickets seem to form shapes within them, appearing to hold deer, wolves or other natural creatures that 'vanish' as one draws closer to investigate. A particularly dense thicket might even protect a Stone-troll from the sun.

Hollow Trees

Living trees with cavities inside their trunks, sometimes large ones. The tree hollow can serve as a refuge against the elements, which all sorts of creatures might take as a lair. A particularly large tree, such as an ancient oak, might have been used as a building, with inhabitants making various additions to the tree, turning it into anything from a dwelling to a fort; others may have hidden the hollow, resulting in a well-camouflaged hiding place.

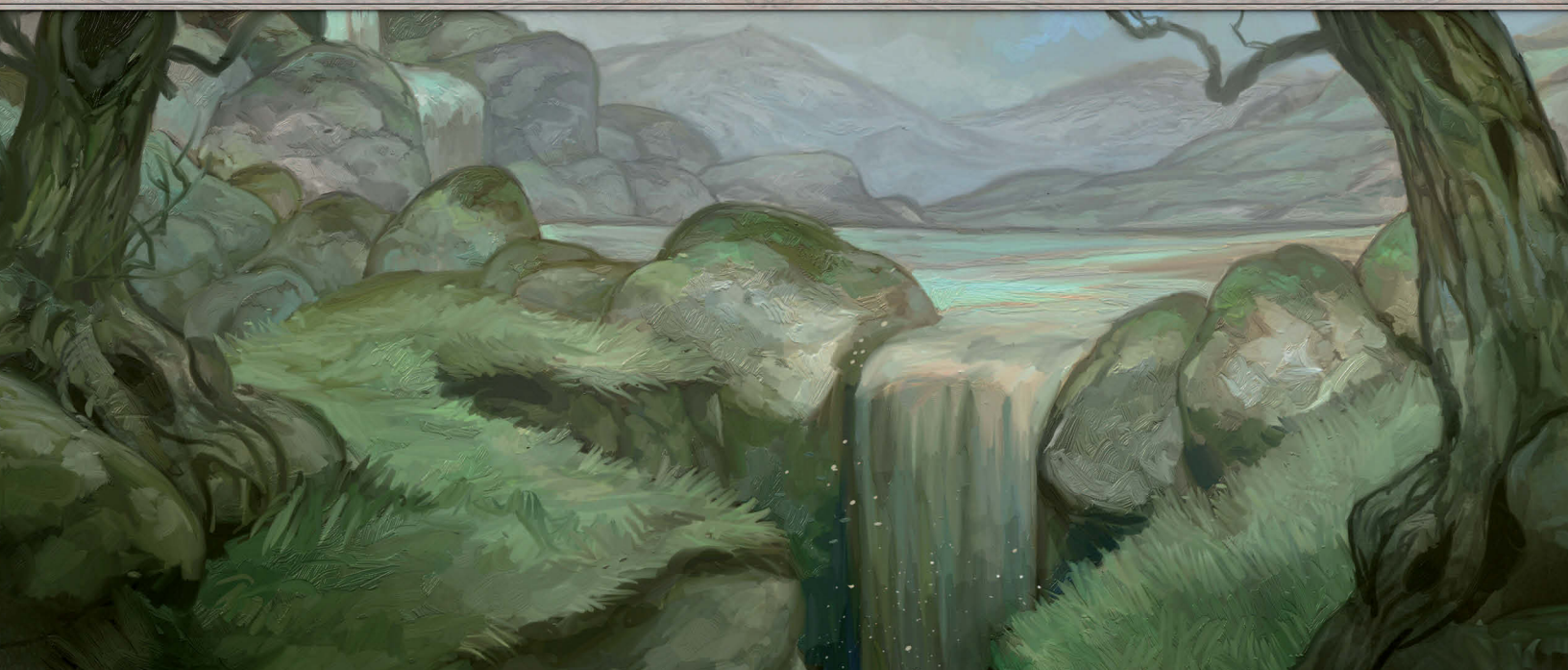
Waterfalls

Crashing down from great mountain heights or gently gurgling over smaller cascades, waterfalls vary greatly in size and shape. Tiered waterfalls appear to leap between 'steps' and might be scalable, if a company is prepared to get very wet. A few waterfalls are so massive that their rumble and roar can be heard for miles about. Such waterfalls are often at the end of powerful rapids, long stretches of treacherous torrents that can easily kill the unwary with their deceptive strength and speed. Many waterfalls, even some seemingly small ones, can be deafeningly loud, rendering conversation impossible, and obscuring all other sounds. Wary scouts are ever mindful of ambushes in their vicinity. (The Target Number of **Awareness** tests made near a waterfall is raised by one level; conversely the Target Number for **Stealth** tests is reduced by one level.)

Both the Dúnedain and the Elves have built hidden sanctuaries in caves hidden behind the plumes and curtains caused by waterfalls. Unfortunately, over the long centuries, Orcs have discovered some of these sanctuaries and have claimed a few for their own uses...

Fallen Giants

A tree so massive that its fall broke the earth all about it lies collapsed upon the forest floor, daunting travellers with its



sheer size and ancient age. Perhaps lichen and moss cover its recumbent form, or maybe large portions have been cut away and used for building elsewhere. A tree that fell across a trail may well have had a tunnel bored through it, where passing travellers made their marks long ago. Birds may live within the wood of the tree, startling when a company draws near, drawing unwelcome attention with their caws.

Caves

No wanderer looks at a cave without at least a little trepidation, for many of them have hostile occupants as Goblins and other creatures of the Shadow favour them. But caves can also offer weary travellers refuge from a storm and are frequently highly defensible, as narrow entrances and winding passages can be used to force assailants to attack in limited numbers. Some caves hold great beauty; unusual rock formations, crystalline pillars and the slow drip of water into shimmering pools echoing in the depths of such hollows.

Mine

From the outside, a mine entrance resembles a cave, and an abandoned mine may well have been used in the manner described above. A Dwarf can tell at a glance whether or not a given delve is a work of his people. If the mineral wealth of a deserted mine hasn't been entirely removed, there will be other reasons as to why it was forsaken: flooding in the lower shafts, treacherous shifting earth, poisonous gases or intruding foes driving away the miners. A mine makes for a dangerous lair, but an easily sealed off one; that is, if a hero is certain there are no other exits...

Quarry

All of the Free Folk have, at one time or another, made use of various types of stone in their works, but the Númenóreans and the Dwarves are the most noted for carving marble, slate, granite and other useful materials from the earth. The distinctly chiselled rock of the great quarries of the Westernesse can still be found in the wilds of Eriador close to their settlements of old. Most such quarries are long abandoned now; large, open air mines where sound echoes strangely off long walls of partially carven bare stone, or even flooded to become lakes of unusual depth (see also Sinkhole Lake, below).

Chasm

Long crevasses in the earth, a particularly large chasm can be just as difficult to pass as a wide river, especially when the shifting ground has caused one to appear unexpectedly. The interior walls of a chasm may be beautiful, showing off glorious colours or even hinting at valuable minerals contained within. Some gorges will have waterfalls and rivers flowing through them, filling the air with mist.

Older chasms, especially on well-trod paths, will likely have a bridge across them. Some bridges will merely be fallen trees, whilst others may be made of woven rope, sturdy wood or carefully worked stone; a bridge's construction can say much about the folk that made it, perhaps giving a hint as to who may live nearby.

Sinkhole Lake

The ground here has collapsed, revealing a glistening blue lake beneath the surface. The water is cool and amazingly clear, revealing a tantalising glimpse of a few intact buildings at the bottom of the lake. Brave heroes may wish to test their swimming skills to discover what lies within the watery ruins. (See the next chapter, **Bones of the Earth**, for more ideas as to what these ruins might be.)

Lodgings

After long weeks of bedding down on soggy ground, even the hardiest traveller can appreciate the charms of a warm bed and a decent meal. The following entries detail the most common places a company might find to rest out on the road, far away from the more conventional lodgings offered by towns and villages.

Poor Farmstead

Most farmsteads found in the Wild are poor, offering barely more than sustenance to the family that owns it and maybe a servant or two. They will often be situated far away from well-travelled roads, the better to go unnoticed. Most poor farms will have at least a simple main hall with several adjoining rooms, a barn, a small stable, and a workshop holding worn tools and a crude forge. A raised platform on the roof of the main hall will often have someone stationed in it to keep an eye out for travellers and trouble. Poorer farmers usually have little to fear from bandits: they generally have nothing worth stealing unless a band of brigands is truly desperate. Goblins and other creatures of the Shadow, though, will attack a farm out of sheer malice.

A farm's buildings will have been constructed as sturdily as the farmers could manage, but the majority will be crafted from wood, with the main hall having reinforced walls to

take refuge behind if the farm is overrun by Orcs. If they have any stones, such as those pulled from fields, they will have been put to use in building defensive walls of some kind.

Strangers will be looked at with a touch of suspicion, mixed with a genuine desire for news from abroad or a brief diversion from their otherwise mundane lives. An unknown company will have to talk their way into an invitation to stay, or offer up some other incentive. While money is welcome, as it can help with travelling merchants, immediate practical aid may be even more desirable. A Dwarf offering to work the forge for a bit is beyond even the wildest dreams of many farmers, for example.

What lodgings a poor farmer can offer will invariably be simple ones. A farmer is more likely to be able to have room in their barn or a place in their stable than a spare bed. If they have any food to share, it will likely consist of simple stews and rough bread.

Rich Farmstead

The more well-to-do farmsteads to be found in the Wild will be placed closer to one of the regularly travelled roads, or near a major trading river, such as the mighty Anduin or the Running River, the better to move their goods to market. The farm will consist of a main hall with several floors including an adjoining kitchen, an extra lodging for hired help, one or more barns, a large stable, a general workshop, and a smithy. A watchtower will be attached to one of the buildings, with a lookout posted regularly. The buildings will all be well made and regularly repaired. The main hall and several of the outbuildings will be enclosed by a sturdy stone wall with a gate.

The farmer's family live comfortable lives and they will have several domestic servants, along with multiple hired hands for farm work, including a blacksmith. Rich farmsteads will raise sheep, goats or cattle to bring to market, along with various small crops. The farm may keep bees or employ someone skilled at carpentry or glassblowing, allowing them to produce simple goods to trade for extra coin.

Such farms regularly welcome travellers, eager for news from abroad, though they may keep a close eye on strangers, depending greatly on where the farm is situated and what sort of trouble the farmers have had to deal with in the past. The farmer will likely know several travelling merchants and if a company has any fame, such as members with a Valour rating or local Standing of 4 or more, may well have heard of them too. The farmer will not expect any recompense for a hot meal and warm beds for a night, other than news and company, though the offer of an evening's entertainment, such as songs or a story well-told, will not be turned down.

Roadside Inn

Roadside inns are invariably situated along trade routes and other well-travelled roads, where they can more readily cater to their patrons. Once a mainstay of long-distance travel, such inns are nowadays somewhat rare due to the many dangers of keeping such an establishment running; with the resurgence of the Kingdom of Dale, however, several new inns are being founded throughout Wilderland. If they become successful, such inns might serve as the heart of a new village.

A big inn will consist of a single large building with several floors, though a few may have one or two small outbuildings, regularly used for storage, but occasionally

as workshops. Long ago, inns in dangerous areas would have had a sturdy outer wall of well-laid stone with an armoured gate; at present, such inns are all but gone, save perhaps in parts of Gondor. Most inns now reside behind stockades and – if at all possible – have arrangements for protection from dangers such as marauding Orcs with warriors dwelling near the inn.

The inn will most likely be made of solid wood, though older inns or those built with stone scavenged from nearby ruins may have some good stonework as well. It will have a large common room with a bar and a lot of sturdy furniture, a huge kitchen, multiple rooms for guests, a study, several storage rooms, servant's quarters, a work room, a cellar and a stable. An innkeeper and their family, along with a few servants, will run the inn, tending to guests as necessary. Common room bars see a lot of business from locals as well as travellers.

The Easterly Inn is a good example of a small traveller's inn (see *Of Leaves and Stewed Hobbit* in *Tales from Wilderland*).

Fellow Wanderers

Adventurers tend to walk long and uncertain roads, a chance meeting with friendly folk in the Wild is a rare, but welcome, event.

Dwarven Traders

With the revival of Erebor, a fair number of Dwarf traders now travel from West to East and back again, passing along the old roads from the Blue Mountains to the Lonely Mountain and the Iron Hills with raw goods or supplies. While Dwarves can be somewhat gruff with strangers, a well-regarded company will be welcomed at their fire; for those who like strong drink, their beer is not to be missed.

Attribute Level: 4
Specialities: Stone-craft, Trading
Distinctive Features: Proud, Secretive
Relevant Skills: Craft ♦♦♦, Travel ♦♦♦

Hardy Pedlar

Itinerant merchants who set out to tout their wares on the road often have to be tougher than their more settled peers and frequently acquire several useful crafting skills, to make them indispensable to their customers in places far from skilled labour. They tend to be wary around folk they don't know, as they carry small, but valuable, goods that are all-too-easily stolen.

Attribute Level: 4
Specialities: Trading, Woodwright
Distinctive Features: Cautious, Hardy
Relevant Skills: Craft ♦♦, Insight ♦♦, Persuade ♦♦♦

Patrolling Ranger

While the Lone Lands are well named, a company passing through the wilds of Eriador may well encounter a weather-beaten traveller with a keen eye and well-worn boots, wrapped in a dark green or grey cloak. While the company may think the meeting a chance one, the last of the Dúnedain seldom reveal themselves without good reason, such as sharing a message or a warning. Companies who have aided the heirs of Númenor against the Shadow are not soon forgotten: their names and likenesses are passed on to others who may help them in turn. A company beset by foes may suddenly find themselves with an unexpected ally in the guise of a fell-handed Ranger.

Attribute Level: 5
Specialities: Lore of Arnor
Distinctive Features: Elusive, Gruff
Relevant Skills: Travel ♦♦♦♦, Long-sword ♦♦♦♦, (Bows) ♦♦♦
Endurance: 23

Wandering Company

Lucky heroes travelling through the Wild may hear sweet music and fair voices coming from amidst the trees. As they approach, voices call out their names and bid them take a place by the fire. Such a group has the rare fortune of having encountered a Wandering Company – a band of Elves travelling about the land to take in the sights and sounds of Middle-earth. Most such Elves come from western Eriador, but a rare few come from the hidden realms of Rivendell and Lothlórien. Such companies can wander for a long time by the standards of men, travelling for many years.

While they seldom have much to do with other Free Folk, they like 'interesting' individuals and heroes of every stripe tend to find favour in their eyes.

Attribute Level: 6
Specialities: Elven-lore, Minstrelsy
Distinctive Features: Fair, Merry
Relevant Skills: Insight ♦♦♦♦, Lore ♦♦♦♦, Song ♦♦♦♦♦

Wayward Hobbits

Despite the best efforts of the worthies of the Shire, every generation sees a few Hobbits of "that sort" – wild eyed youths who are too adventurous by far for their own good. After all the commotion that "Mad Baggins" raised on his return from the distant East, the recent crop of troublemakers has been particularly large and there is no knowing where they might turn up.

Attribute Level: 3
Specialities: Cooking, Smoking
Distinctive Features: Curious, Wary
Relevant Skills: Courtesy ♦♦♦, Stealth ♦♦♦

Bones - of the Earth -

Travellers throughout Middle-earth frequently encounter the ruins of past kingdoms along their journeys, for the builders of old shaped their works with skill now lost in the Third Age. Roads laid down by the forefathers of the Dwarves to link their underground realms were maintained by the Númenóreans and are still used by travellers between East and West. The Tower of Orthanc remains unblemished, though it was crafted thousands of years ago ago. The towers built in Eregion by the Elves might be no more, but the stones remember them still.

This section provides some advice and inspiration for Loremasters wishing to create their own ruins for use in their adventures, allowing for better descriptions and helping to give some ideas as to what use they have since been put to.

Creating a Ruin

To design or detail a ruin, the Loremaster can follow the 4-step process below, making a number of choices based on the location and needs of his adventure:

1. Who built it?
2. What was it originally?
3. What does it look like now?
4. What is it used for now?

1. Who Built It?

The following paragraphs discuss the characteristics that each of the Free Folk imparted to their buildings. Choose between Elven, Dwarven or Dúnedain construction. The Loremaster might also decide that the ruin is of lesser provenance, or even created by servants of the Shadow. The decision as to who built the structure should take into account where in Middle-earth it is to be sited, and which among the Free Peoples might have dwelt in that land long ago.

Dúnedain: The Dúnedain once built mighty, awe-inspiring works: the Argonath, statues of kings as tall as hills; the unassailable Tower of Orthanc; and the city of Minas Tirith, carved out of the side of a mountain. But they also fought terrible battles and bitter civil wars, and much of their stonecraft was lost forever. The broken works of the Men of the West are still fair to look upon, frequently bringing to mind old tales of noble heroes and great deeds, but so too do their remnants remind the viewer that the world is diminished.

Dwarves: In the working of stone, none have ever surpassed the Dwarves, and their creations were made to endure. Dwarf work may at times appear delicate or fragile, but in this their great craft deceives the eye, for no matter how their creations may seem, they are invariably strong. Dwarf buildings, no matter how ornate in appearance, feel solid as the roots of mountains and it is rare to find them broken by the mere passage of time; only malice or catastrophe topples the mansions of the Khazâd. Some Dwarf works are smoothed and polished to a mirror sheen. Others are cleverly carved to resemble trees, or have unusual properties. A few are perfectly camouflaged to appear identical to the terrain about them, for the Dwarves have ever been a guarded race and many of their doors are meant to remain a secret when shut.

Elves: Fair are all the creations of the Elves, their buildings no less so than their crafts; there is much beauty to be found in their grace, even when they lay fallen. Elven ruins often carry a melancholic sadness about them that other folk strongly perceive, and few can bear to inhabit them for long periods. Those rare folk that can often observe that time seems to pass strangely therein; a day can slip by all but unnoticed. Many Elven works were built to accommodate natural elements, often leaving spaces for trees to grow through or even incorporating them directly into the building itself. The peerless stonemasons of the Dwarves had a hand in many an ancient 'Elven' building, which can throw off a scholar seeking to identify the oldest ruins.

Servants of the Shadow: While more often Orcs, Goblins and fouler creatures defile and corrupt buildings built by the Free Folk, sometimes Sauron sets his minions to work constructing towers of their own. Dark masonry, sometimes daubed with foul symbols or glowing with a baleful light, mark such places as the work of the Shadow. Even long after they have been abandoned or destroyed, these buildings remain tainted by the presence of Shadow. They are invariably Blighted Places.

2. What was it Originally?

Next, the Loremaster should decide what purpose the structure originally served, either by rolling on or picking from the table below. Was it once a sturdy castle or an ornate tomb? Even after being reduced to a ruin, something of the builder's original intent might remain.

Feat die	Purpose
1	Archive
2	Decorative
3	Villa
4	Fortification
5	Hall
6	Inn
7	Observatory
8	Road
9	Tomb
10	Workshop
ᚠ	Wondrous
	Dark Purposes

Archive: Many of the Free Folk are long lived and such folk tend to accumulate a great deal of lore. Archives were buildings meant to contain records of such. Some held accounts of kings and their doings, others tales of history and exile. Many such places have long been plundered or removed elsewhere for safe keeping, but the archives themselves endure.

Archives are typically securely built and heavily fortified, with few windows, as they were meant to store and protect books, records held on parchment, and other easily damaged materials. Relatively intact archives may still have long rows of shelves, hinting at their original purpose. Few archives are found in out of the way places, but occasionally an archive meant to carry especially secret or dangerous lore might be found in a remote location and as such may still hold deadly lore...

Decorative: Dwarves, Elves and the Dúnedain all built beautiful buildings, though their embellishments varied. Statues and monuments linger in abandoned courtyards. Beloved trees are still surrounded by elegant benches, which their roots have long since toppled. Tunnels are carved with mosaics depicting famous stories of past triumphs that few can now remember. Even functional constructions were often carved with style: a long-since dry fountain with stones curving into the elegant shape of the outstretched hands of a marble maiden,

an intricately carved post standing forlorn that once served to hold horse leads, and a magnificent sculpture of a single vast eagle clutching the body of a fallen Elven warrior, are all the sorts of ornamental works that might still be discovered.

Villa: Walled manor houses and villas were common throughout the realms of the Dúnedain, but little remains of them now. The stone foundations of a single house may yet remain, but stables, barns and other outlying structures were typically made of wood and have long since turned to dust. A long, low line of stones that once marked a property's boundary or helped to mark off a pen may still be discerned, but little else will remain.

Fortification: The Dúnedain fought many battles in their time, not just against the Enemy, but also against themselves, and neither the Dwarves, nor the Elves, are strangers to war. The remains of watchtowers and ramparts are fairly common throughout all lands. Watchtowers were invariably built atop steep hills and made of sturdy stone, whereas ramparts were a mixture of earth and rock, depending on how important what they guarded was deemed. Watchtowers, when still standing, will often be at least three storeys tall.

Fortifications built to house warriors are generally known as keeps. The largest were vast, intended to hold hundreds of fighters, whereas the smallest were meant to house only a few patrols' worth of warriors – ten to twenty at most – and mainly served to allow an alarm to be raised if necessary. Some smaller keeps were built in inaccessible, but important areas, such as overlooking important mountain passes. Fallen keeps will often still retain portions of their outer defensive walls, but the inner portions may have collapsed and sometimes sunk into whatever cellars that were carved beneath them, leaving vast stony pits surrounded by piles of crumbling stone.

Hall: Generally a place for meetings of various types, halls were buildings for large gatherings used for everything from politics to leisure. What a given hall was originally used for may be reflected in its construction: a warrior's hall would almost always be far more heavy in structure than a library or a school and thus more likely to have survived somewhat intact. Halls built for the exhibition of music and song were designed to enhance sound – strange tonal properties may yet linger in such places.

Waystation: Travel between the Dúnedain kingdoms of Arnor and Gondor flourished for a time, with many folk passing along the North Road, and for many years, the Dwarves and other traders travelled between the various settlements of Durin's folk from West to East. Waystations were set along the road to meet the needs of travellers, built as much for security as comfort, for many stood in wild lands. Sturdy protecting walls may still stand, even if the structures they once guarded have long since passed into dust.

Observatory: Above all things, the Elves love the light of the stars and have ever been keen observers of the night sky. The Dúnedain, too, were watchers of the heavens, both to glimpse the future and to navigate, for the Men of the West were great mariners and, thus, practised readers of the stars. The Dwarves used the light of moon and stars in their works, crafting runes that only showed under the correct conditions in the night sky. Thus, all three peoples crafted buildings that helped them gaze at the heavens and a few buildings that the unlearned would deem as merely 'watchtowers' would once have served as observatories. Some were constructed in such a way that sunlight would pass through specific windows at different times of the year, allowing for precise measurements of time. A few may yet hold the remains of instruments once used for mapping the course of the stars or hint at the secrets to deciphering hidden runes by moonlight.

Road: Long roads once stretched across the land, connecting villages and cities. The Dwarves built several major roads to connect their far-flung mines and underground kingdoms, roads which the Dúnedain put to use in their day. Stretches of some of the old Dwarf roads are still in use at the end of the Third Age, but the ancient way markers that once showed the distances between settlements are long since toppled. Many roads have fallen into decay, with whole portions lost to weather, water and time. Others have had their stones robbed for use elsewhere.

Tomb: The Men of Arnor buried their dead in stone barrows below ground, with nobles often being placed alongside valuable treasures. Those of Gondor placed their kings in elaborate mausoleum. The Dwarves, too, lay their dead in elaborate halls of stone, marked with runes. The many crypts the Men of the West built have long since been opened and ransacked. Others have 'occupants' who don't like to be disturbed...

Workshop: Much of the history of the Second and Third Age has been dictated by the works of smiths, and forges were common to all peoples. The sturdy buildings that once held smithies often survive, for they were made exceptionally strong to endure great heat, but the tools employed in them are likely long since removed, leaving little else to show what use they may have once been put too.

Wondrous: The Loremaster should either roll again, or choose another entry from the chart. The building in question will have unusual properties that some Free Folk may perceive as strange. For example a pool like the Mirrormere that reflects images from the past; the Hill of Seeing, where a traveller seated on its seat of stone might glimpse visions of far-away lands; or a tomb in the Barrow-downs that haunts any who enter it with dreams of the past.

Dark Purpose: The Loremaster should either roll again, or choose one another entry from the chart. This building was once used for sinister ends and a trace of the Shadow may linger about it; for example, a keep once used for torturing prisoners, an archive containing vile lore that was sealed away, a secret shrine dedicated to the Great Enemy, or similar. At the Loremaster's discretion, such a building may be considered a Blighted Place (see *The One Ring Roleplaying Game*, page 223).

3. What does it look like now?

Although the Loremaster now has an idea what the structure once was, next they should decide on what condition it is now in by rolling on or picking from the table below. It may once have been a mighty keep or glorious hall, but the passage of time eventually renders all to ruin – has it collapsed entirely or is something of the original structure still remaining.

Success die	Present Appearance
1	Crumbling
2	Fallen
3	Overgrown
4	Partly Buried
5	Partially Collapsed
6	Sunken

Crumbling: Portions of the ruin are still standing, if only just. Large portions of the stonework have clearly fallen away, time and weather having worn them down. The structures that support the building look weak and dust regularly filters down from them. The whole ruin groans alarmingly with the wind, punctuated by the sounds of small stones falling from the ceiling. Anyone who rolls an 👁 whilst exploring the ruin dislodges something, and must make an **Athletics** test to dodge falling masonry or suffer the loss of a Success die worth of Endurance. If this test is failed and an 👁 rolled, the ruin may collapse entirely!

Fallen: The building has been broken by time and lies in total ruin. Whatever it once was may no longer be discernible, for it now appears to be merely a pile of tumbled stone. Depending on where it was found, pieces may have been removed for other buildings, giving the ruin a haphazard appearance. There is no shelter to be found here.

Overgrown: Nature has taken the building back into its keeping. While parts of the ruin are still standing, they are all covered with plants, such as moss, lichen, or vines. Portions of the building's interior may well be blocked off

by the vegetation; however, there is likely some shelter here and the mass of plant life helps hold the ancient stones together.

Partly Buried: The building may be more or less intact, but a large portion of it has been buried by sand, stone, mud or even snow. The extent of the burial is such that there is no easy way to shift the material. Such buildings may provide a little shelter, but much of the interior is filled with whatever substance has buried it and there is unlikely anything much to explore.

Partially Collapsed: Portions of the building have fallen down, but the rest is still standing and seems sturdy. There is definitely shelter from inclement weather to be found here and possibly even an opportunity for some exploration into its interior. Such buildings may creak, or be filled with dust from the crumbling masonry, but they are otherwise sound.

Sunken: The ruin has settled into the earth, perhaps sinking into a bog, or it was enveloped by the slow shifting of ground. Such buildings can present a unique opportunity, but they can also be very dangerous. Much of a sunken ruin may still be intact, but swamp water or shifting earth will have filled its interior. While there is no shelter to be had here, there may be an opportunity for exploration.

4. What is it used for now?

Finally, the Loremaster must decide what the ruin is now used for. Does it lie empty, or has it been overrun by Goblins or inhabited by some foul creature? Either pick from the results below, or roll a Feat die to decide.

Feat die	Present Use
1-8	Abandoned
9	Hideout/Lair
10	Infested
ᚠ	Refuge
👁	Haunted

Abandoned: The majority of the works of past kingdoms are lonely remains, long since deserted and forsaken, though seldom entirely forgotten. Rare passing travellers occasionally spend the night in ruins for the shelter they provide, but just as many will pass them by, superstitiously avoiding the fallen buildings of past kingdoms and vanished peoples.

Hideout/Lair: The ruin is occupied, most likely by nefarious sorts. Gangs of brigands sometimes make use of sturdy ruins, as do Orcs and other foul creatures. Occasionally, honest folk may put a local ruin to use, perhaps as a storage place for goods. Particularly large or cavernous buildings may conceal a pack of Wargs, a swarm of vampiric bats or even a Troll seeking shelter from the sun.

Infested: The ruin is overrun with vermin of some sort: insects, rats, hordes of spiders (small ones, usually...), neekerbreekers and so on. The infestation is so great that remaining within will be impossible, but this may not be evident at first, causing an unsuspecting company to bed down here, only to wake to the sounds of their stores being consumed by a tide of field mice.

Refuge: The ruin holds a hidden sanctuary of one of the Free Folk. Dwarven shelters are often carefully concealed behind wrought edifices with exceedingly well hidden doors. The Elves will often place their shelters within trees, adjacent to unused ruins, but not actually within them. In Eriador, many such refuges belong to the Dúnedain. The Rangers carefully ensure that buildings concealing one of their strongholds look just as abandoned as all of the other past works of their people. They take pains to conceal their stored goods behind false walls and mask passages with fences woven from fallen branches made to resemble natural obstructions. Companions that manage to find such a refuge may rest in them, recovering 1 Fatigue (only, regardless of length of stay) even while travelling; however, if a company doesn't have the good will of the folk that built the refuge and is discovered there, it may go ill for them...

Haunted: One or more undead beings dwell in this place. They may be the sorrowful spirits of those who were cursed here long ago, or they may be of an altogether darker sort, wraiths using borrowed flesh to terrorise the living. Regardless, it is not wise to venture here without good reason. Locals who live near a haunted ruin are often aware of its dark reputation, though they are unlikely to know how it became so for a certainty. (See also **Concerning the Undead**, on page 75 of *Rivendell*.)

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